This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

    1.   **(Currently Amended)** A method for establishing a virtual university, comprising the steps of:

        connecting a virtual university server and <u>at least one user</u> ~~one or more users~~;

        selecting a destination within the virtual university server to interact with the <u>at least one user</u> ~~one or more users~~;

        coupling the <u>at least one user</u> ~~one or more users~~ through the virtual university server based on the selected destination;

        establishing interaction parameters for the <u>at least one user</u> ~~one or more users~~ based on the selected destination; and

        providing a selected virtual university <u>function</u> ~~activity type~~ based on the interaction parameters and the destination, the selected virtual <u>university function</u> ~~activity type~~ being one of a plurality of virtual university <u>functions</u> ~~activity types~~ <u>that offer a virtual university experience for the at least one user.</u>

    2.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein the destinations include a virtual student union where users can interact using a bulletin board or other collaborative functions.

    3.   **(Currently amended)** A method for establishing a virtual university as recited in claim 1, wherein the destinations include a virtual library where a user can use resources, consult with a virtual librarian, search for resources and collaborate with <u>the at least one user</u> ~~one or more other users~~.

    4.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein the destinations include a virtual administration office where a user can register for courses, search a directory, utilize a class locator, consult with the administration help desk, add a course, drop a course and utilize a career center.

5.   **(Currently Amended)** A method for establishing a virtual university as recited in claim 1, wherein the destinations include a virtual classroom where a user can learn, view a directory of other students in a current class, view materials, grades, announcements, homework, review old tests, administer tests, ask questions of an instructor, enter a <u>virtual</u> breakout room, review lectures, view the class schedule and view research topics.

6.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein the destinations include a university directory that provides information on persons and entities associated with the university.

7.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein tests are applied to the users.

8.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein any two users can collaborate in the virtual university.

9.   **(Original)** A method for establishing a virtual university as recited in claim 1, wherein grades are distributed electronically.

10.   **(Currently Amended)** <u>A computer-readable medium encoded with programmable logic</u> for establishing a virtual classroom, comprising:

      <u>first</u> logic that connects a virtual university server and <u>at least one user</u> ~~one or more users~~;

      <u>second</u> logic that selects a destination within the virtual university server to interact with the <u>at least one user</u> ~~one or more users~~;

      <u>third</u> logic that couples the <u>at least one user</u> ~~one or more users~~ through the virtual university server based on the selected destination<u>, the selected destination being provided by the second logic</u>;

      <u>fourth</u> logic that establishes interaction parameters for the <u>at least one user</u> ~~one or more users~~ based on the selected destination<u>, the selected destination being provided by the second logic</u>; and

fifth logic that provides a selected virtual university <u>function</u> ~~activity type~~ based

on the interaction parameters and the <u>selected</u> destination, the selected virtual

university <u>function</u> ~~activity type~~ being one of a plurality of virtual university

<u>functions</u> ~~activity types~~ <u>that offer a virtual university experience for the at least</u>

<u>one user, the interaction parameters being provided by the fourth logic.</u>

11.   **(Currently Amended)** A computer program embodied on a computer-readable

medium that establishes a virtual classroom, comprising:

a code segment that connects a virtual university server and <u>at least one user</u> ~~one~~

~~or more users~~;

a code segment that selects a destination within the virtual university server to

interact with the <u>at least one user</u> ~~one or more users~~;

a code segment that couples the <u>at least one user</u> ~~one or more users~~ through the

virtual university server based on the selected destination;

a code segment that establishes interaction parameters for the <u>at least one user</u> ~~one~~

~~or more users~~ based on the selected destination; and

a code segment that provides a selected virtual university function ~~activity type~~

based on the interaction parameters and the destination, the selected virtual

university <u>function</u> ~~activity type~~ being one of a plurality of virtual university

<u>functions</u> ~~activity types~~ <u>that offer a virtual university experience for the at least</u>

<u>one user.</u>

12.   **(Original)** A computer program embodied on a computer-readable medium that

establishes a virtual classroom as recited in claim 11, wherein the destinations include a virtual

student union where users can interact using a bulletin board or other collaborative functions.

13.   **(Currently Amended)** A computer program embodied on a computer-readable

medium that establishes a virtual classroom as recited in claim 11, wherein the destinations

include a virtual library where a user can use resources, consult with a virtual librarian, search

for resources and collaborate with <u>the at least one user</u> ~~one or more other users~~.

14.   **(Original)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein the destinations include a virtual administration office where a user can register for courses, search a directory, utilize a class locator, consult with the administration help desk, add a course, drop a course and utilize a career center.

15.   **(Currently Amended)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein the destinations include a virtual classroom where a user can learn, view a directory of other students in a current class, view materials, grades, announcements, homework, review old tests, administer tests, ask questions of an instructor, enter a <u>virtual</u> breakout room, review lectures, view the class schedule and view research topics.

16.   **(Original)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein the destinations include a university directory that provides information on persons and entities associated with the university.

17.   **(Original)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein tests are applied to the users.

18.   **(Original)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein any two users can collaborate in the virtual university.

19.   **(Original)** A computer program embodied on a computer-readable medium that establishes a virtual classroom as recited in claim 11, wherein grades are distributed electronically.

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